Caprine

A 5e Player Race by DM Tuz

DM TUZ

Sairazel
Artwork by Lobsteritus

CAPRINE

Sheep and other members of their family are often dismissed as docile, unremarkable creatures—mere fodder awaiting predation. Such beings are typically underestimated, their softness mistaken for weakness. Yet, those unaware of the unique history and condition of the sheep-like Caprine will find their assumptions challenged.

The Caprine's origins lie in the divine, their creation by a higher being shrouded in mystery. This creator, whose name and identity have been lost to history, abandoned the Caprine shortly after their emergence, sealing their fate by selling their souls. Perhaps this act hints at their intended purpose: a wicked form of currency for cosmic dealings.

Over the aeons, Caprine souls passed through the hands of countless greater beings—dark gods, fiends, and entities from beyond the stars. Through trade, conquest, and offering, the Caprine were scattered across the multiverse, their people divided and reshaped by the forces that claimed them. Even gods who abhorred the practice of soul trading found themselves inadvertently in possession of Caprine souls, perhaps unaware of their purpose as currency.

The Caprine were spiritually fractured but were ultimately reunited within the material world they were allowed to wander again. Yet, despite this return, they remain bound by cosmic machinations of incomprehensible complexity, each soul firmly within the claim of a deity, their eternal fates seemingly sealed.

Despite their divine origins and dark history, the Caprine are unassuming in appearance. Standing typically shorter than the average human, they have slender, agile frames covered in soft fur, which can be shaggy or woolly in texture and range in color from pristine white to deep charcoal. Their faces bear a gentle quality, accentuated by large, expressive eyes. The tops of their heads are adorned with curved horns, ranging from delicate spirals to imposing helixes, completing their ovine appearance.

In contrast to their humble appearance, the Caprine possess a resilience that belies their soft exterior. They are creatures of patience and perseverance who do not buckle in the face of the chaotic world around them. After generations of hardship and cosmic manipulation, the Caprine learned to rely on their worldly bonds, may it be between kin or other unlikely companions. As long as a Caprine finds themselves back to back with a fellow soul struggling against a cruel world, their resolve will not falter. However, the weight of the uncertainty of their eternal fate has imbued the Caprine with a certain melancholy. In quiet moments, they often find themselves lost in contemplation of the greater forces that govern their lives. Despite this, they approach the world with a defiant optimism, seeking to make the most of their time on the material plane, even as they remain acutely aware of the celestial strings that bind them.

A Fate Sealed

The fate of the Caprine is one of cosmic inevitability. Bound by the deals struck between their creator and various divine entities, the souls of the Caprine are already claimed, destined to be funneled into the realms of gods, regardless of their deeds in life, may they be good or evil. Whether they end up in paradisiacal realms or hellish domains is not a reflection of their character but a consequence of cosmic transactions. A truly haunting fate to face.

Rebel, or accept one's fate? This is the only choice left for the Caprine, which greatly determines their outlook on life. For some, it leads them to a state of fatalism, which frees them to live life unburdened by fear or judgment, knowing their fate is sealed already. Others may find solace in the fact they may serve a greater cosmic plan beyond their comprehension and actively seek out the deity they are bound to to actively serve them.

Others, however, react with a burning defiance. These Caprine see their short mortal lives as a valuable opportunity for freedom. They seek to live their lives to the fullest, embracing the present and rejecting any notion of a predetermined fate. Those individuals become adventurers, scholars, artists, and the like, pouring passion and soul that give their lives meaning and purpose.

Then there exist those who turn inward, seeking spiritual understanding of their predicament. These Caprine delve into prayers, occult rites, and arcane practices, all in a pursuit to find a way to alter their predetermined path, or at the very least understand the cosmic powers that bind them. While these individuals are rare, they embody hope and resistance for their people - a dream in which there exists a way to grant their people true freedom.

Caprine Traits

As a Caprine, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is humanoid.

Size. Your size is Medium.

Speed. You have a walking speed of 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Horns. You can use your pointed horns to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier. It you use your horns to shove a creature you can add your proficiency bonus to the check, unless you are already proficient in the check.

United We Stand. When you are forced to make a saving throw while you are within 10 ft. of an allied creature, you can use a reaction to make the saving throw with advantage. You can use this reaction an amount of times equal to your proficiency modifier before you have to finish a long rest to use it again.

The first time in a day you use this trait and one of the allied creatures within 10 ft. of you is another Caprine character, you do not expend a use of this trait.

Subraces. Choose one of the following subraces: Sairazel, Musimon, or Chrysmal.

Sairazel

The Sairazel are the most numerous among the Caprine, so much so that in some regions, their name is used interchangeably with their species. They most clearly embody the Caprine's dilemma, as few among them are born knowing which greater power claims their immortal souls.

For a rare few, this uncertainty is lifted through an event known as Revelation. During a Revelation, a Sairazel gains a glimpse of their soul's proprietorship—whether through a vivid dream, an otherworldly vision, or, in rare cases, a direct message from the divine. This moment can be life-changing, as the Sairazel confronts the reality of their destined afterlife. Some embrace a newfound purpose, aligning their lives with their soul's destined realm. Others struggle with the implications, torn between their current life and the fate revealed to them.

A Revelation does more than reveal a Sairazel's soul's destination; it brings a deeper understanding of their life's purpose, often leading to dedication to causes aligned with their destiny or a journey of self-discovery.

Divine Guidance. You know the *Guidance* cantrip and can you can cast it as a bonus action if you target yourself.

Untapped Potential. You are proficient in an additional skill of your choice.

Revelation. At any point, once you reach 5th level you can learn which deity owns your soul (or owned it originally), through a dream, a vision, divine message, or similar omen.

As part of this revelation you learn a spell depending on which deity you belong to. You can cast this spell once per day without needing material components or having to expend a spell slot. Choose from the table below which kind of deity you belong to and which spell this grants you.

Additionally, you can use a bonus action to expend 2 uses of your United We Stand trait to cast your spell learned by this trait without needing material components or having to expend a spell slot until the end of your turn.

Deity	Spell
Chaos	Blur
Darkness	Darkness
Death	Hold Person
Evil	Bane at 2nd Level
Good	Bless at 2nd Level
Life	Healing Spirit
Light	Flaming Sphere
Order	Zone of Truth

Deciding your assigned deity

In the table you find several terms and portfolios that can relate to the typically found gods in the game's different settings. For example, the faerunian god ***Bane*** is a deity of ***Evil***, referring to his alignment, and ***Order***, referring to his portfolio of tyranny. So the learned spell of a Caprine whose soul belongs to Bane could be from either the Evil or Order row in the table.

If both you and your Dungeon Master agree, you can leave the identity of your assigned deity a mystery at the time of your character's creation and secretly chosen by your Dungeon Master to be revealed when your Sairazel Caprine experiences their **Revelation**.

Musimon

As the Caprine's souls were passed from one cosmic hand to another, some gods saw them as more than just currency. Recognizing their potential, certain deities decided to reshape the Caprine for their own divine purposes.

Warrior deities and giant gods who acquired Caprine souls sought to transform them into powerful beings. These gods enhanced the Caprine, making them taller, stronger, and fiercer, molding them into soldiers to serve in their divine armies. Through divine intervention, these Caprine were transformed into the Musimon, a distinct subspecies born for battle.

The Musimon are significantly taller and more muscular than their Caprine counterparts, their bodies reflecting the brutal purpose for which they were created. They are natural warriors, forged in the crucible of divine will, with an innate desire to fight and unwavering resilience. Though their origins are rooted in the same cosmic tragedy as other Caprine, the Musimon have evolved into something entirely different: living weapons crafted by gods, destined to fight in their masters' endless wars.

Yet, in a tragic parallel to their cousins, while many Musimon recognize their purpose as warriors, only a few know under which divine banner they will fight. This uncertainty reflects the larger Caprine dilemma, leaving many Musimon to face the unknown. The gods of war, however, delight in the continuation of conflict regardless of allegiance, leading many Musimon to choose blissful ignorance, content to fulfill their mission without questioning whom they serve.

Mighty Horns. Your horns deal 1d6 damage instead of 1d4. Additionally whenever you use the dash action you can use a bonus action to attack or shove with your horns until the end of your turn.

Mountaineer. You have a climbing speed equal to your walking speed and rocky terrain does not impede your movement.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Warrior Bond. Whenever you and one or more allies within 10 ft. of you are forced to make a saving throw against an effect, the next attack roll you make before the end of your turn has advantage.

Gritty. You are proficient in Athletics or Survival.

Musimon
Artwork by Lobsteritus

Check out these other Player Races!
Aside from the Dolls, I also have created plenty of other Monster Girl inspired player races, such as the Lamia and the Lacewing!

Chrysmal

It's not surprising that any type of currency eventually ends up in a dragon's hoard, and the Caprine were no exception. Many dragons, unaware of the Caprine's true value as cosmic currency, quickly regarded them as nothing more than fodder for their hunger. However, the more astute dragons saw potential in these souls and decided to keep them, repurposing the Caprine as servants and underlings. Many Caprine were tasked with maintaining and organizing their masters' opulent hoards, giving them a new role under dragon ownership.

Over generations of service, the Caprine began to absorb the essence of their environment. These Caprine, like other creatures living near dragons, developed draconic traits. They developed fangs, small reptilian tails, and vestigial wings. However, the most spectacular transformation reflected their status as living currency in their masters' hoards. Their fur gradually turned to pure gold, giving them unique protective properties and cementing their status as more than just servants—they became treasures in their own right.

These Caprine, now known as the Chrysmal, have evolved into a distinct species. Their golden fur and draconic features distinguish them, making them living symbols of the wealth they once guarded. The Chrysmal have transformed into a symbol of draconic avarice and a reminder of the Caprine's ever-fluctuating fate across the cosmos.

However, as with all currency, the Chrysmal were meant to be spent and exchanged. Many of them were redistributed over time throughout the multiverse, and became a high value commodity. Though rare, Chrysmal can be found in the possession of a wide range of deities.

Draconic Intuition. You can read and speak Draconic, additionally you know the *Identify* spell and can cast it once per day without having to expend a spell slot or needing material components. When you cast it with this trait, you additionally learn the monetary worth of the object.

Fangs. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to your Strength modifier and 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Golden Fleece. Whenever you use your United We Stand trait, you can choose to expend an additional use of your trait to give each allied creature within 10 ft. of yourself advantage on the triggering saving throw if they are also targeted by the effect.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Antiquarian. You are proficient in History or Investigation.

Chrysmal
Artwork by Lobsteritus

Caprine Unique Feats

Caprine characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

Mark of the Goat

Prerequisite: Caprine, level 5 or higher

You heard your mother's call and answered - the herd is called home. Her mark grants you the ancient powers of your kin thought long forgotten. You gain the following bonus:

- Increase one of your Ability scores by 1.
- You become a shapechanger in addition to your current creature type. The *Polymorph* spell can still affect you if you are willing.
- You learn the *Alter Self* spell and can cast it at will without having to expend a spell slot.
- You can now make minor changes to your physical form. As an action, you can create additional eyes, mouths, ears, or similar orifices on your body and rearrange them on your body, or use an action to revert back into your original form. If you are blinded or deafened when you use this action, you are no longer blinded or deafened. When you die, you revert back to your original form.

Worldly Bonds

Prerequisite: Caprine (Sairazel), Revelation must have happened

You chose to reject the gifts granted by the god who holds your soul. Instead you seek strength from the worldly bonds you made in life. You gain the following bonus:

- Increase one of your Ability scores by 1.
- You can now use your **United We Stand** trait while you are within 20 ft. of an allied creature. Additionally, you can now use a reaction to grant an allied creature within 20 ft. of yourself advantage on a saving throw.
- As an action, you can expend the free use of your spell granted by your **Revelation** trait to gain 2 additional uses of your **United We Stand** trait until the end of the day and give each ally within 20 ft. of you 5 temporary hit points.

Musimon Grit

Prerequisite: Caprine (Musimon)

Like all Caprine, the Musimon draw strength from their bonds, understanding that a united force is mightier than the sum of its parts in combat. As long as you and your allies fight under one banner, you feel your victory is all but assured. You gain the following bonus:

- Increase one of your Ability scores by 1.
- Whenever you use your **United We Stand** trait, you can make a melee weapon attack against a target in range as part of the same reaction.
- When you are reduced to 0 hit points and not outright killed while you are within 10 ft. of another allied creature, you are reduced to 1 hit point instead. Once you do this, you can't do so again until you finish a long rest.

Draconic Decadence

Prerequisite: Caprine (Chrysmal)

Among the many traits that your progenitors acquired under the service of dragons, there is a unique draconic trait that manifested in your blood. Arrogance and greed are known flaws of dragons. You developed this trait, allowing you to utilize your innate Caprine powers in new ways. You gain the following bonus:

- Increase one of your Ability scores by 1.
- Choose acid, cold, fire, lightning, or poison. Your bite attack now, instead of dealing your strength modifier + 1d4 poison damage, deals your strength modifier + 1d6 damage of the chosen damage type. You can change the damage type whenever you finish a long rest.
- You learn the *Absorb Elements* spell and can cast it once per day without expending a spell slot. You can also cast it without expending a spell slot by expending a use of your **United We Stand** trait.

Featured Editing

The editing in this content was provided by ***Nickala***.

Created by Dungeon Master Tuz
You can find more of my content here:
https://twitter.com/dm_tuz
https://dm-tuz.tumblr.com/

Check out https://www.patreon.com/DMTuz or https://ko-fi.com/dmtuzoh
if you want to support me and my work!